

Tigers to the

CRITICAL HIT

FRONT!

The Summer of '44 on the Eastern Front

4031

TIGERS TO THE FRONT! is a detailed new VARIANT Historical Module for owners of Beyond Valor™ that tells the story of the Russo-German War on the Eastern Front from the perspective of the soldiers that faced off during the Summer of 1944. The gamer is hurled into a pitched battle, with German defenders clinging to a line of hills, amid forested terrain. Staring Soviet might in the face with only a local Tiger Abteilung to hurl into the fray and stave off the collapse of the entire front. This is not a complete game. Ownership of BEYOND VALOR™ is needed to play this game.



Fortification Type	FP Cost
Foxhole ¹	3/2/1 ¹
Sangar ¹	2
Trench ^S	7
"?" ¹	1 ²
HIP	5/3/2/2/1 ³
Roadblock	12
Wire	10
Pillbox ^S	a*(b+c) ⁴
Fortified Building	12 ⁵
Tunnel ^S	20
Booby Traps ⁶	15
AT Ditch ^S	18
AP Mine	2 per Factor ⁷
AT/AB Mine	5 per Factor ⁷
Set DC (A23.7)	25 ⁸
Known Minefield ^S	x 0.8 FP (FRU)
Dummy Minefield	As per F.7B
Cave ^S	15
Cave Complex ^S	7 ⁹
Tetrahedrons ^S	15
Panji ^S	2 per hexside
Trip Mines	1

1.0 PLATOON LEADER FORTIFICATION POINTS TABLE:

The table at left is provided for those that do not own the "Platoon Leader" rules from Critical Hit. It is used in scenario #2, "Ripping the Line".

1.1 PURCHASING FORTIFICATION POINTS (FP): To purchase Fortifications, the player first expends CP to purchase FP (if available on the CG Card). Fortifications are purchased using FP. The specific type (and strength, if mines) purchased must be recorded on the RG Purchase Record Chart in the "Fortifications" column. However, the actual on-map positioning of Fortifications may be deferred until that side sets up for the next CG Firefight during step 2.6. Allowable Fortifications and limits for their use are listed on the CG Card.

PL FP TABLE NOTES:

1 FP for 3, 2, and 1-squad capacity, respectively.

2 May be used as Dummy Reserve Cloaking counters.

3 AFV/Squad/HS/Crew/SMC cost, respectively. No >10% (FRD) of a side's non-Reserve Infantry squads [EXC: Japanese, who may add 10% to their 10% per G.1631] may set up using HIP in a daytime CG Firefight. There is no HIP limit for night firefights.

4 Add CA DRM and NCA DRM and multiply the sum by the Capacity.

5 Per Building Location. A Fortified Building Location may not be exchanged for a Tunnel.

6 Creates Level A Booby Traps or increases preexisting Level to next Level.

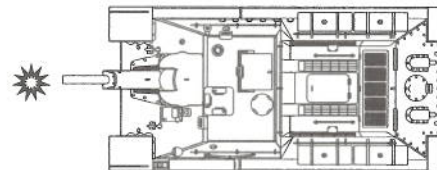
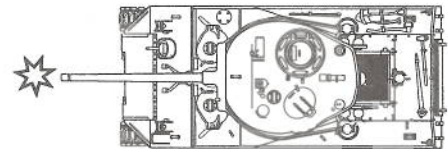
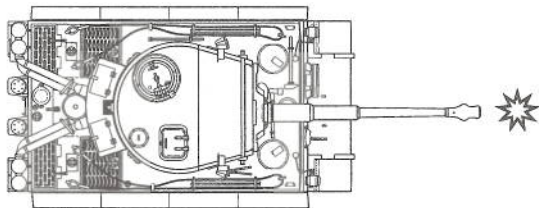
7 During set up, the strength of pre-existing minefields may be increased by adding extra AP/AT factors to them. Minefield factors may not be exchanged for Booby Trap capability or to increase an existing Booby Trap Capability. Booby Trap effects are always limited to the MLR of the owning side at the time they were established.

8 Prior to play a DC available to a unit setting-up on-map (EXC: units set up In Reserve) may be set up utilizing HIP in a building/hut/rubble/bridge/pillbox/trench Location as a set DC if in friendly Controlled Terrain.

9 At least four caves must be purchased to purchase an additional Cave Complex.

I This Fortification may be added to an Isolated Location.

S This Fortification may only be purchased for an Initial Firefight.



'TIGERS TO THE FRONT!' CREDITS:

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GRAPHIC and DAVID GLANTZ

Right Hook

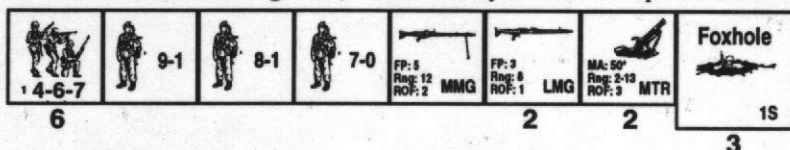
1



North of SUJEWO, SOVIET UNION, 25 June 1944: On 23 June the first German counter-attack in the Army Group North positions known as the 'Panther Line' positions, failed to regain all of the ground held by the enemy. Preparations immediately began to expand the ground won, until the Russians could be forced out of their positions. The Germans began deploying forces to renew the attack in the northeast corner of an area known as 'The Balcony'. Before German reinforcements were organized, elements of the Russian 23rd Guards Rifle Division struck, hitting the 407th Regiment, dug in on the ridge line on the north flank. Caught without artillery preparations, the Germans were forced to fight it out with the weapons on hand. The two divisions facing one another were old foes. And the fight was to take place on familiar ground—these same hills had been fought for during the Soviet spring 1944 offensive. Following that clash the Germans narrowly emerged the winner. The current Russian assault quickly devolved into close-order fighting, as the Guardsmen mounted the ridge and started to dig the Germans out of their holes. The Russians soldiers repeatedly massed and assaulted German lines, coming from both the north and east. Somehow the defenders held off the Soviet waves. The Guardsmen soon fell back to lick their wounds and await their next orders. There would be no respite for the bloodied landers.

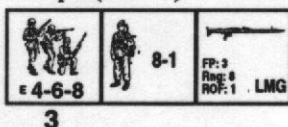


Elements of the 407th Regiment, 121st Infantry Division set up in hexes numbered 17-28:

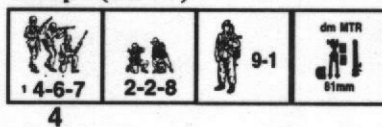


Reinforcements enter on turn two along the west edge:

Group 1 (DR 2-5):



Group 2 (DR 6-9):



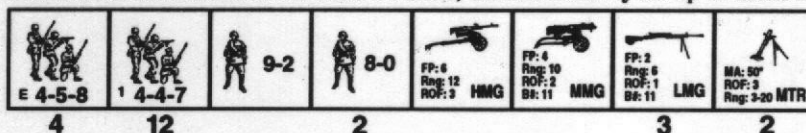
Group 3 (DR 10-12):



[ELR: 3]
[SAN: 4]

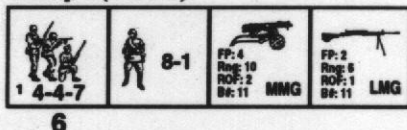


Elements of the 23rd Guards Rifle Division, 1st Shock Army set up in hexes numbered ≤ 14:

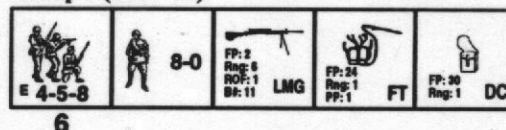


Reinforcements enter on turn three along the north edge:

Group 1 (DR 2-6):



Group 2 (DR 7-12):



[ELR: 3]
[SAN: 3]

GERMAN Sets Up First

RUSSIAN Moves First



VARIATIONS:

- ✚ Add a 1-4-9 Hero to the German OB
- ★ Add a 1-4-9 Hero to the Russian OB.

OBJECTIVES: The Russian player wins if he Controls two of the following three hexes at Game End: F19; F22; or G26.

SCENARIO RULES:

- EC are wet with no wind at start. A +1 LV is in effect during turn 1. All SHSR are in play.
- The Russian player may delay the entry of any of their forces until turn three. These units may enter along the north edge, east of hex row 20 inclusive.
- Prior to the start of turn two the German player makes a DR to

determine which group of reinforcements enters play. The non-entering units are not received. The Russian player uses the same routine for his turn three reinforcements.

MAP LAYOUT:



The Sujewo Heights map is used. Only hexrows A-O are playable.



Ripping the Line

2



the heights had been almost inevitable, but a serious breakthrough at this place could result in the loss of Ostrov, and worse, the collapse of the 'Panther' positions altogether. As the 1st Shock Army planned its follow-up, the call went out to initiate the prepared German counterattacks.

North of SUJEWO, SOVIET UNION, 23 June 1944: After the Soviet winter offensive liberated Leningrad, the German army fell back raggedly into the prepared defenses of the 'Panther Line'. The 121st Infantry Division was soon assigned the key point in the line near Ostrov, 'The Balcony'. This position included tall hills that allowed the side controlling it to observe in all directions for miles. From September to March, The Balcony was fortified with a series of trench-lines and mutually supporting bunkers. But little in the way of armor or anti-tank guns were on hand. Here, the 121st won an extended spring battle against a series of Red Army attacks. A lull then descended, punctuated only by the sounds of the defenders' shovels and picks. Nerves drew taut as the muddy ground of spring hardened. The summer campaign season was approaching, and with it, anticipated enemy action. On the morning of 23 June, the 1st Shock Army laced German lines with a massive artillery and rocket bombardment. Waves of infantry and tanks followed, approaching The Balcony positions. German heavy weapons initially exacted a fearsome toll. The enemy was also slowed by the pockmarked ground and what remained of German wire. But only temporarily. Russian tanks soon clanked abreast of German strong-points, followed closely by foot-soldiers of the 33rd Rifle Division. The German soldiers strained to hold back the flood, but it soon broke over them. The 405th Regiment was forced to fall back in disarray, their heavy weapons smashed, their entrenchments caved in by the weight of overrunning enemy tanks. The loss of

Elements of the 405th Regiment, 121st Infantry Division set up in hexes numbered 7-14:



[ELR: 3]
[SAN: 5]

4-6-7 10	2-2-8 10	9-1 10	8-1 10	7-0 10	FP: 7 Rng: 16 ROF: 3 HMG	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	MA: 60 Rng: 2-13 ROF: 3 MTR	FP: 12 Rng: 4 PSK	Pillbox 2+5+7	Pillbox 1+3+5 2
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PaK 40 G10 MA: 75L ROF: 2 MG: 8 AT	+ 60 FP (see SR #2)
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Elements of the 33rd Rifle Division and 1st Shock Army enter on turn one along the east edge:



[ELR: 3]
[SAN: 3]

E 6-2-8 3	E 4-5-8 5	1 4-4-7 10	2-2-8 2	9-2 10	8-1 10	8-0 10	FP: 8 Rng: 16 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 8 ROF: 1 LMG	FP: 30 Rng: 1 DC	FP: 24 Rng: 1 PP: 1 FT
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dm MTR obr. 40 50mm 2	dm MTR 62mm 2	T-34/85 R16 MP: 16 MA: 65L MG: 24 ROF: 1 3	T-34/85 R16 MP: 16 MA: 70L MG: 24 ROF: 1 2	KV-1S R25 MP: 14 MA: 70L MG: 24/42 2
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ISU-152 R34 MP: 13 MA: 152 MG: 44 BR: 11 2	ISU-122 R34 MP: 13 MA: 122L BR: 11 MG: 44 2
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The Soviet player may use the assault-guns at right **INSTEAD** of the AFVs at left:

GERMAN Sets Up First

RUSSIAN Moves First

OBJECTIVES: The Russian player wins if there are no unbroken German Personnel units on any Level 4 or higher location at the end of any game turn.

SCENARIO RULES:

- EC are moderate, and the weather is overcast with no wind at start. All SHSR are in play.
- The German player may use the 60 FP from Platoon Leader Fortifications Points Table (copy provided) to buy additional fortifications that may be placed within their set up area. Standard Purchases are limited to: Foxholes, Trenches, "?", HIP, Wire, Pillboxes, Fortified Buildings, AT Ditch, AP Mines, and AT Mines. Additionally, the German player may purchase one of each of the following: 1.) PaK 40 AT Gun + 2-2-8 crew for 35 FP; or 2.) PSK SW for 15 FP.
- Prior to the RPh of turn one the Russian player may attempt to resolve three Rocket FFE attacks. The target hex for each attack must be selected before set up. There are two 132mm rocket FFE and one 300mm rocket FFE. Before the attack is executed a battery access draw must be made. If

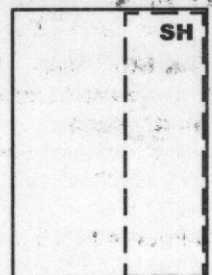
a black chit is drawn then a spotting round is placed on the target hex. If a red chit is drawn then another attempt must be made on turn two. If a red chit is drawn on turn two then the module is lost. Each battery is considered to have plentiful ammo. There is no accuracy dr, but Extent of Error is halved for each battery and a FFE is placed on the final target hex. Each FFE has a 19 hex blast zone and is resolved with full effect in each hex. Each battery is limited to an FFE1 only (i.e. no FFE2 is resolved).

VARIATIONS:

- Replace five 4-6-7 MMC with five 4-6-8 MMC.
- Replace five 4-4-7 MMC with five 4-5-8 MMC.

MAP LAYOUT:

The Sujewo Heights map is used. Only hexes ≤ 14 are playable.



Pebbles in the Stream

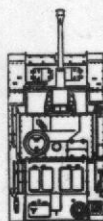
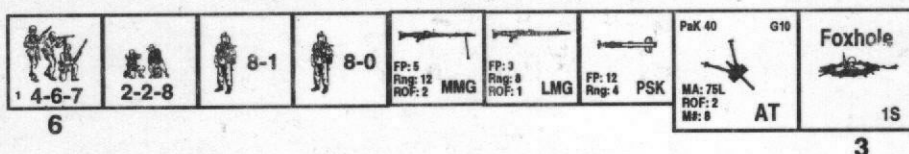
3



South of SUJEWO, SOVIET UNION, 23 June 1944: Facing an overwhelming enemy attack, the Germans on 'The Balcony' were forced to give way at all points. German HQ made all small unit commanders well aware of orders to do the most damage to the enemy as possible, then hold on for upcoming counter-attacks. Sometimes this amounted to throwing pebbles in the stream—hopeless efforts to stem the enemy tide. The survivors of the initial bombardment and the passing of the first enemy assault-guns simply tried to survive long enough to be rescued. On the southeast corner of the battlefield a Soviet tank column, with infantry mounted on tank decks, advanced along the Sujewo-Judino ridge. Heading for the Ostrov rail line, a breakthrough here was the best hope for the 1st Shock Army's attempts to break the 'Panther' positions. And the worst fear of the German High Command. Backed by only the thinnest of armor screens, the *landsers* peered through the dust of battle and shot the Russians off their mounts, hoping that their *Sturms* or *Panzerfausts* would be able to take down the tanks themselves. In the end, both weapons systems were needed to stop the enemy thrust. The next morning, the 502nd Heavy Tank Battalion arrived with 14 Tigers and orders to re-take the hill. The Panther Line would hold—for now.



Elements of the 405th Regiment, 121st Infantry Division set up in hexes numbered 8-17:



[ELR: 3]
{SAN: 5}

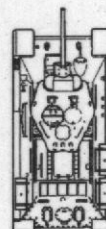
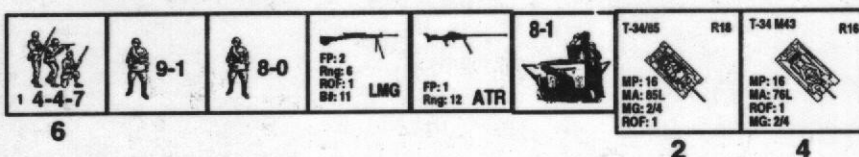
Reinforcements enter on turn two along the west edge:



2



Elements of the 33rd Rifle Division and 1st Shock Army enter on turn one along the east edge:



[ELR: 3]
{SAN: 5}

GERMAN Sets Up First

RUSSIAN Moves First

VARIATIONS:

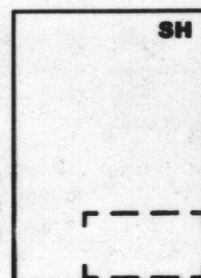
- Replace one T-34/85 with one T-34/M43.
- Replace one T-34/M43 with one T-34/85.

OBJECTIVES: The Russians must earn ≥ 30 VP by Game End. VP are earned for CVP, and EVP for friendly units exited off the west edge.

SCENARIO RULES:

- EC are wet, the weather is Overcast with light rain in effect, and no wind at start. All SHSR are in play.
- All Russian infantry units must enter as Riders

MAP LAYOUT:



The Sujewo Heights map is used. Only hexes ≤ 17 in hexrows on/south of JJ are playable.

Tigers on 'The Balcony'

4a



SUJEW, SOVIET UNION, 24 June 1944: In the 121st Infantry Division's sector, the 1st Shock Army's attack created a 2-kilometer hole in the lines at the Sujew Heights—the key 'Balcony' position that had seen so much fighting during the Russian spring offensive. The Russians were now advancing towards the Pskov-Ostrov road, a loss that would compromise the Panther Line and sever its connection with Army Group Center. To prevent this, the 502nd Heavy Panzer Battalion, equipped with 21 PzKfw VI 'Tiger' tanks, was rushed to the front. The Panzer-soldiers quickly coordinated a counter-attack with infantry and assault engineers. The attack jumped off to a quick start, as the Tigers and assault-guns drove into the 1st Shock Army troops occupying the former German fortifications on the heights. But the infantry of the 121st was battered by artillery and small arms fire, and their advance petered out before regaining the key high ground, in the center of the position. Nevertheless, the Tigers rumbled arrogantly to the summit, where they were staggered by concentrated fire from enemy tank and artillery fire, including ISU 152 heavy assault-guns. The Tigers fell back in disarray, two platoons sent to the

rear to bring more infantry up. The resulting combined-arms teams began to clear out the *Russki* infantry and tanks holding on amid the fortifications and ruins. After hours of close-in fighting, Russian soldiers still held the ridge. The Tigers stayed on until dusk, when they were ordered to withdraw, leaving 2 damaged Panzers behind.



Elements of 1st Battalion, 405th Regiment, and 121st Pioneer Battalion set up in hexes numbered 20-28:

5-4-8 6	8-3-8 8	4-6-7 14	2-2-8 2	10-2	9-1	8-1	8-0	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	MA: 50 Rng: 2-13 ROF: 3	MTR
6	8	14	2			2	3	3	4	7	4	2	
FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1	Radio	8-1	StuG MG (L) G35 MP: 13 MA: 75L MG: -4/1* ROF: 1	StuG MG (L) G36 MP: 13 MA: 105 MG: -4/1*	GrW 34 G2 MA: 81* Rng: 2-50 ROF: 3 SA: 88; MM11	Kfz 1 G34 MP: 30 PP: 9 LGP T: 10 MG: -4/3						
2	5			3		2							



Elements of 2nd Company, 502nd Heavy Panzer Battalion enter on turn one along the west edge:

[ELR: 3]
[SAN: 3]

Pz VIE G30 MP: 12 MA: 88L ROF: 1 MG: 3/5	Pz VIE (L) G31 MP: 12 MA: 88L ROF: 1 MG: 3/5/2	9-2	9-1
2	2		

Elements of 2nd Company, 502nd Heavy Panzer Battalion enter on turn four along the west edge:

Pz VIE G30 MP: 12 MA: 88L ROF: 1 MG: 3/5	Pz VIE (L) G31 MP: 12 MA: 88L ROF: 1 MG: 3/5/2	10-2
2	2	

★ RUSSIAN Sets Up First

✚ GERMAN Moves First

VARIATIONS:

- ✚ Raise the German ELR to 4.
- ★ Raise the Russian ELR to 4.

OBJECTIVES: The player that Controls ≥ 3 of the following hexes (G22; T9; FF11; and PP21) at Game End wins. If neither side controls THREE objective hexes, the player with the most CVP wins. For VP purposes, Control of the following hexes receive CVP value as follows: G22—10 CVP; T9—20 CVP; FF11-30CVP; and PP21—10 CVP.

SCENARIO RULES:

- EC are wet, with no wind at start. All SHSR are in play.
- The Russian player may use HIP for the two T-34 M43 that start on board they are revealed as if they were AT guns. The Russians may also HIP three squads/equivalents (plus any SMC/SW in the same Location).
- The Russians receive OBA from one battery of 82 mm mortars (HE/Smoke) and Plentiful Ammo. The Germans receive OBA from one battery of 105 mm guns (HE/Smoke).
- The Russian player receives Air Support on turn three consisting of one FB (with bombs). This aircraft is Recalled (E7.24) after turn four.
- The German 8-3-8 MMC and Russian 6-2-8 MMC are Assault Engineers.

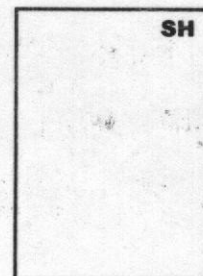
6. Prior to setup the Germans may Pre-Register two Smoke FFE hexes. During the PFPH of turn one, resolve these two FFE fire missions.

Note: Russian OB is on scenario 4b.

MAP LAYOUT:



The entire Sujewo Heights map is used.

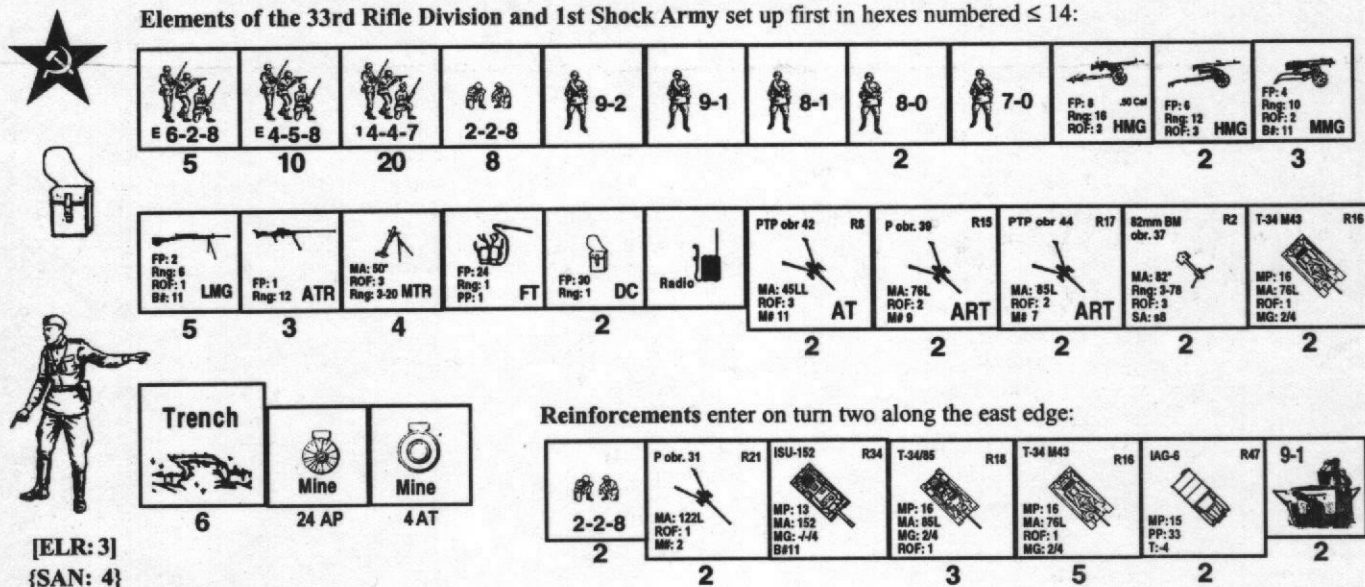


Tigers on 'The Balcony'

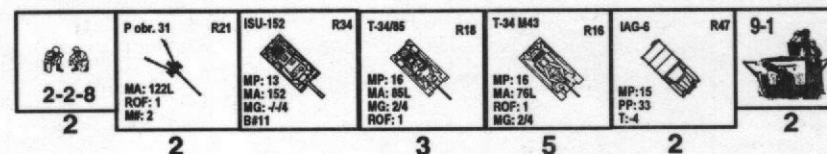
4b

SUJEWO, SOVIET UNION, 24 June 1944: Continued from Scenario 4a:

Elements of the 33rd Rifle Division and 1st Shock Army set up first in hexes numbered ≤ 14:



Reinforcements enter on turn two along the east edge:



SUJEWO HEIGHTS SPECIAL RULES (SHSR)

These rules apply to *all* 'TIGERS TO THE FRONT!' scenarios unless stated otherwise via special Scenario Rules.

SHSR1. THE MAP: F1.C is in force, permitting relaxation of the requirement to rout exclusively towards woods/building hexes. Thus, units may rout towards a map edge, away from the only building hexes on the map.

SHSR2. BUILDINGS: All buildings have a ground level only [EXC: building X26 has a first level in both hexes].

SHSR3. TERRAIN DEPICTIONS: The SUJEWO HEIGHTS map uses natural terrain art to depict the battlefield in a new presentation. The following table lists the terrain types and sample hexes:

Terrain	Rules Citation	Hex	Notes
Brush	(B12)	J10	Inherent*
Grain	(B15)	C10	
Gully	(B19)	HH15	
Hedge	(B9)	V24/V25 hexside	
Level 1 Hill	(B10)	MM12	Marked +10*
Level 2 Hill	(B10)	LL12	Marked +20*
Level 3 Hill	(B10)	KK12	Marked +30*
Level 4 Hill	(B10)	II9	Marked +40*
Level 5 Hill	(B10)	II10	Marked +50*
Marsh	(B16)	D2	
Open Ground	(F1)	H11	
Orchard	(B14)	H2	
Pond	(B21.13)	E2	
Road	(B3)	C5	All unpaved
Rubble	(B24)	EE12	
Single-Story House	(B24)	D6	Wooden
Single-Story House	(B24)	FF11	Stone
Shellholes	(B2)	E17	
Slope Hexside	(O2; P3)	G14/G15	
Trench	(B27.5)	F18	Printed on map*
Valley	(B22)	G2	Level -1*
Wall	(B9)	FF11/FF12 hexside	
Wire	(B26)	P8	Printed on map*
Woods	(B13)	C15	

*See SHSR for exceptions and additional special rules

SHSR4. OPEN GROUND: Treat all open ground hexes as desert open ground (F1), and use Desert MF/MP costs.

SHSR5. ELEVATION MAP NOTES FOR SQUADS & LEADERS CONVERSION: When referencing hex level elevation numbers, such as '-10, +10, +20, +30, +40' (e.g., hexes G2; MM12; LL12; KK12; II9; and II10), ignore the '0' following the first digit. These are references to our ATS version of this game.

SHSR6. MARSH: Hex D3 is an example of the Marsh hexes found on the map. These are treated normally, using the Marsh terrain rules (B16).

SHSR7. SHELLHOLES: Numerous shellholes dot the map. These are treated normally (B2).

SHSR8. SLOPE HEXSIDES: The artwork used to depict Slope hexsides (Rules O2, P3) is a bit more subtle. Hexside G14/G15 is an example of a Slope hexside.

SHSR9. TRENCHES: Numerous trenches are printed on the map. Such trenches are connected (B27.54) ONLY if the 'trenchline' artwork crosses the hexside. Example: The trench in hex CC11 connects to the one in CC12; it does not connect to BB11. It is recommended as a house rule that players recognize that any unit in a printed on-map trench (e.g. hex F18) is considered to be outside the trench. Any unit wishing to be under cover inside the trench should be marked with a trench counter on top of them. Trenches are considered Concealment terrain.

SHSR10. WIRE: Numerous wire are printed on the map. Printed wire that is successfully Cleared (B26.5) should be marked with a Breach counter (B23.9221). It is recommended as a house rule that players recognize that any unit in a printed on-map wire (e.g. hex MM11) is considered to be on top of the wire. Any unit set up, moving, or routing beneath the wire should be marked with a wire counter on top of them.

SHSR11. MAP LABELS: There are numerous labels for villages on the map. These are used for reference purposes and some scenario Objectives.

SHSR12. BRUSH: All Brush is considered INHERENT terrain.

SHSR13. KINDLING: Kindling is NA in all Sujewo Heights scenarios.

SHSR14. HtH CC: Hand-To-Hand CC (J2.31) is available for both sides.

SHSR15. SOFT-SKINNED VEHICLES: Any empty unarmed vehicle that is not Towing a Gun or carrying Passengers, and is not within two hexes of a Gun/Infantry unit, is immediately Recalled.

Cat Scratching

5

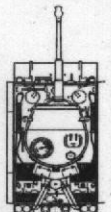


SUJEWO, SOVIET UNION, 24 June 1944: The first counter-attack by the 502nd Heavy Tank Battalion drove forward, accompanied by men of the 121st Infantry Division. Enemy artillery and small-arms bounced off the armor, and the *landers* wisely kept their distance from their supporting Panzers. The Tigers roared on, powering up the heights in the center, and then, using the gully on the west side for cover, into the ruins of their broken defenses around Sujewo. As the German tankers crested the hill, enemy fire erupted from the far side, where a large number of Soviet tanks, SP-guns and artillery pieces had pulled up on the reverse-slope and the flats beyond. Behind the Tigers, German soldiers struggled to keep up, leaving the Tigers on the hill unsupported. Large portions of the Soviet 33rd Rifle Division were still holding the hilltop, where they were reorganizing their defenses while preparing for their own next attack. Without any infantry support, the Tigers pulled back from the crest. A courageous Red Army Forward Observer, hidden amid the trenches, continued to call in artillery fire. Russians field pieces poured on the fire, and their infantry closed up on the Germans steadily. One by one, the Tigers on the hill were disabled

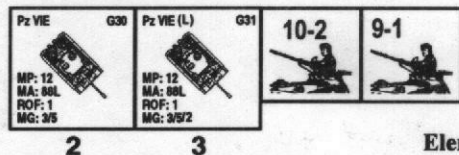
by artillery and direct fire. The remaining mobile Tigers limped back to friendly lines to lick their wounds.



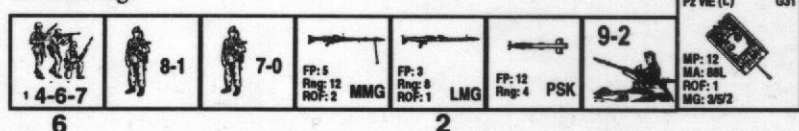
Elements of the 502nd Heavy Panzer Battalion set up second in NON building/rubble hexes on Level 4 and/or Level 5 on/ between hexrows X-JJ:



[ELR: 3]
{SAN: 4}



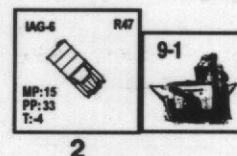
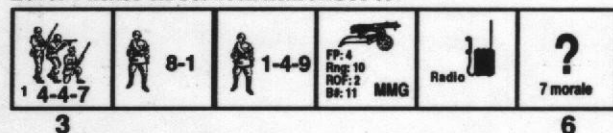
Elements of 405th Regiment, 121st Infantry Division enter on turn one along the west edge:



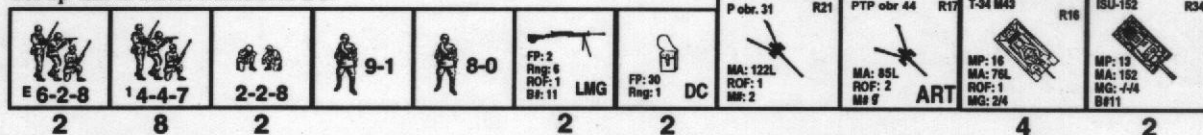
Elements of the 33rd Rifle Division and 1st Shock Army set up Concealed first in any Level 5 building/rubble hexes and/or Level 4 hexes on/between hexrows X-JJ:



[ELR: 3]
{SAN: 4}



Set up last in hexes numbered ≤ 3:



★ SEQUENTIAL Set Up

★ RUSSIAN Moves First

VARIATIONS:

- ★ Replace the German 9-1 Armor Leader with a 9-2 AL.
- ★ Replace three Russian 4-4-7 MMC with three 4-5-8 MMC.

OBJECTIVES: The Russian player must Control ≥ 3 building/rubble hexes located on Level 4 or higher at Game End. Each hex in/adjacent to a non-immobilized Pz VIE with functioning MA is considered to be Controlled by the German player.

SCENARIO RULES:

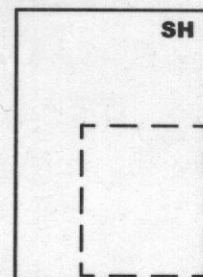
1. EC are overcast and wet with no wind at start. All SHSR are in play.
2. The hero may set up HIP and may also be set up in a TRENCH location. The HIP status is not lost except for reasons that would normally cause loss of concealment [EXC: HIP is not lost for directing OBA fire]. The hero is considered a leader for radio usage. The Russian player

has a 122mm OBA battery (HE/Smoke).

3. All Russian units are PF-capable (C13.3/13.7) as if they were German, with an additional +1 drm to the usage dr, and with a captured-use penalty of +2 DRM to all To Hit attempts. Only two PF shots may be made during the game.

MAP LAYOUT:

The Sujewo Heights map is used. Only hexes ≤ 18 in hexrows on/between W-TT are playable.



A Nasty Surprise







6



IVANKOVO, SOVIET UNION, 25 June 1944: On June 23rd, the Red Army blasted the German hold on 'The Balcony' with a massive artillery and rocket attack, followed by waves of infantry and tanks. The German line broke, and the Russians began to push through follow-up forces. In the northeast corner of the sector, the Russians easily took the village of Ivankovo. This would be a key forming-up location for further attacks. By the morning of the 25th, heavy weapons were slated to move up in this area to support the coming assaults in the center. Unaware that the Germans had re-captured some of the positions on the ridge, gun units moved slowly in the open ground below the ridge. Noticing the incautious Russians, Lieutenant 'Carius' Tigers quickly took them under long-range fire, then were joined by friendly infantry. Russian drivers and crews ran for cover as the German fire found its marks. The disruption this miscalculation caused the 1st Shock Army bought the German defenders a little time, but nothing more.











Elements of the 1st Battalion, 405th Regiment and 2nd Company, 502nd Heavy Panzer Battalion set up in hexes numbered ≥ 11 on/between hexrows P-AA:

 1 4-6-7 4	 8-1	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 9-2	 MP: 12 MA: 88L ROF: 1 MG: 3/5/2
---	--	--	---	--	---

[ELR: 3]
{SAN: 4}








Elements of the 33rd Rifle Division and 1st Shock Army set up in hexes numbered ≤ 6 on/between hexrows A-L:

 1 4-4-7 12	 2-2-8	 9-1	 8-0	 FP: 4 Rng: 10 ROF: 2 B: 11 MMG	 FP: 2 Rng: 8 ROF: 1 LMG	 MA: 50 ROF: 3 Rng: 3-20 MTR	 MA: 45LL ROF: 3 MP: 11 AT
--	--	--	--	---	---	---	--

[ELR: 3]
{SAN: 5}

Reinforcements enter on turn one along the east edge anywhere north of hexrow S:

 2-2-8 5	 MA: 122L ROF: 1 MP: 2	 MA: 78L ROF: 2 MP: 3	 MP: 15 PP: 33 T: 4	 MP: 25 PP: 21 T: 8
---	--	---	--	---

✚ GERMAN Sets Up First

★ RUSSIAN Moves First

VARIATIONS:

- ✚ Add a German 9-1 Armor Leader to the German OB.
- ★ Add two Russian 4-4-7 MMC and a 7-0 leader to the turn one reinforcements.

OBJECTIVES: The Russian player wins immediately upon earning ≥ 3 Victory Points. One VP is earned for having a Good Order, crew-manned, non-towed, (non-malfunctioned) ART Gun in each of the following hexes: K2; E6; G3; A11; F9; and H6 (a total of SIX possible VP). If both PzKw VI are destroyed, or Recalled the Russian player wins immediately.

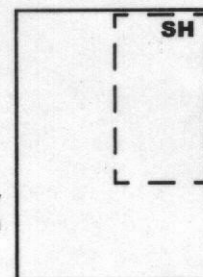
SCENARIO RULES:

- EC are overcast and wet with no wind at start. All SHSR are in play.
- The Russian Guns must enter towed by the trucks.

MAP LAYOUT:

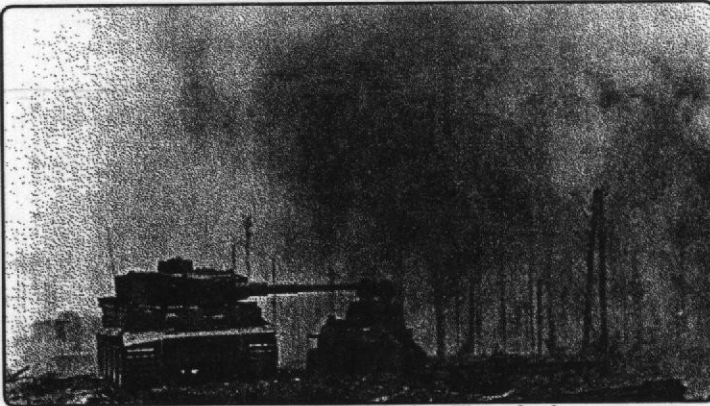


The Sujewo Heights map is used. Only hexes numbered ≤ 14 on/between hexrows A-AA are playable.



Tigers to the Rescue

7



SUJEWO, SOVIET UNION, 25 June 1944: As their counter-attack of the 24th crested the top of the hill, the Germans' enjoyment of the amazing view was tempered by sheets of fire from the far side, where the enemy lay in wait. Soon the Tigers and infantry were forced to pull back from the crest to try to hold on. But many Tigers on the hill were disabled by artillery and enemy direct fire, and the tank and infantry survivors limped back to friendly lines. The Tiger runners were ordered back for refueling and ammunition replenishment. Thus the first German counter-attack had largely ended in failure. Yet, there was one bright spot for the Germans. A company of the 2nd Battalion, 405th Regiment had somehow survived the scouring of the high ground and was holding out in a valuable but tenuous position. The Russians, working to solidify their positions on the ridge, soon discovered the Germans, who could only hold their ground and call for help. The German infantry was trapped.

The only solution was to send a few of the last Tigers back to attempt to extract the besieged men. Facing a multitude of guns, but few which could penetrate their armor, the Tigers did their best, rumbling up to the last known position held by the 405th. There they found a small pocket of infantry still holding out, but few were willing to face the storm of steel the Tigers attracted every time they moved on the battlefield. The German attack was only able to rescue a few wounded men. And 'The Balcony' was once again entirely in Russian hands.



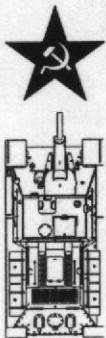
[ELR: 3]
{SAN: 4}

Elements of the 2nd Battalion, 405th Regiment, 121st Infantry Division set up in Level 4 and/or Level 5 hexes:

4-6-7	8-1	7-0	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	MA: 90° Rng: 2-19 ROF: 3	7 morale
8				2			10

Elements of the 502nd Heavy Panzer Battalion enter on turn one on/adjacent to hex X20 and/or hex NN20:

Pz VIE MP: 12 MA: 88L ROF: 1 MG: 3/5	G30	Pz VIE (L) MP: 12 MA: 88L ROF: 1 MG: 3/5	G31	10-2	9-1
				2	



[ELR: 3]
{SAN: 3}

Elements of the 33rd Rifle Division and 1st Shock Army set up ≥ 3 hexes away from any Level 4 or Level 5 hexes:

E 6-2-8	1 4-4-7	2-2-8	9-1	8-1	8-0	FP: 4 Rng: 10 ROF: 2 BR: 11	FP: 2 Rng: 8 ROF: 1 BR: 11	FP: 1 Rng: 12	MA: 90° Rng: 2-20 ROF: 1	FP: 30 Rng: 1
4	10						3			2

Reinforcements enter on turn two along the east edge (see SR #4):

Group 1:

T-34/85 MP: 16 MA: 85L MG: 2/4 ROF: 1	KV-1S MP: 14 MA: 76L MG: 2/4 ROF: 1	ISU-152 MP: 13 MA: 152 MG: 4/4 BR: 11
2		

Group 2:

KV-1S MP: 14 MA: 76L MG: 2/4 ROF: 1	MA/76(a) MP: 14 MA: 76L MG: 2/4 ROF: 1	ISU-122 MP: 13 MA: 122L BR: 11 MG: 4/4
2		

GERMAN Sets Up First

RUSSIAN Moves First

VARIATIONS:

Replace the 9-1 Armor Leader with a 9-2 in the German OB

Add a 9-1 Armor Leader to the Russian OB.

OBJECTIVES: The Russian player must have more VP than the German player at Game End. Both players earn CVP normally. Additionally, the German player receives double-value EVP for each German Personnel unit exited off the west edge.

SCENARIO RULES:

- EC are overcast and wet with no wind at start. All SHSR are in play.
- No Russian Gun set up in the LOS of an enemy unit may set up HIP. Place them unconcealed on-map. They may be emplaced.
- German personnel units may rout off the west edge but are counted at their normal EVP value.

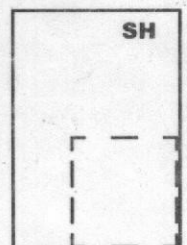
1 2 3 4 5 6

4. Prior to the start of turn two the Russian player makes a die roll to determine which group of reinforcements enters play. Group one enters on a dr of 1-3, while group two enters on a dr of 4-6. The non-entering units are not received.

MAP LAYOUT:



The Sujewo Heights map is used. Only hexes numbered ≤ 20 on/between hexrows X-TT are playable.



Cats and Birds

8



SUJEWO, SOVIET UNION, 26 June 1944: Since the German attack of the 24th was unable to take and hold 'The Balcony', another, more serious attempt was made on the 26th, built around the remaining infantry of the 408th Regiment. Following an uninspiring shoot from the 121st Division artillery, the combined-arms attack jumped off to a fast start. With the Soviet infantry keeping their heads down in the trenches, German soldiers were able to keep up with the tanks. As the Germans reached the foot of the main hill the two over-watch Panzers duelled with a pair of Russian AT-guns hidden in a copse on the flank. Lieutenant Carius started the 1st platoon of Tigers up the gully on the back-side of the hill. Scanning the field for danger, he was surprised to find German AT mines across the road. Covered by fire from the other tanks, he personally dragged them out of the way, then remounted to lead the attack to the summit. As the infantry and tanks started to clear the enemy out of the trenches Soviet artillery blasted the hill, driving everyone to ground. Sturmoviks the appeared above, sweeping the ridge with rockets and bombs. Through this hail of fire the Germans still managed to clear most of the fortifications but the Tigers were again inviting targets. Of the four tanks supporting the attack, three were abandoned on the hill. And even as the last runner crawled back to headquarters the Red Army was massing forces for the next round.



[ELR: 3]
{SAN: 3}

Elements of the 502nd Heavy Panzer Battalion and the 408th Regiment, 121st Infantry Division set up in hexes numbered 20-28:

4-6-7 12	9-1	8-1	8-0	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	MA: 50' Rng: 3-13 ROF: 3	10-2	9-1	Pz VI MP: 12 MA: 88L ROF: 1 MG: 3/5	G36	Pz VI (L) MP: 12 MA: 88L ROF: 1 MG: 3/5	G31
							3				3		



Elements of the 33rd Rifle Division and 1st Shock Army set up in hexes numbered ≤ 13:

1 4-4-7 8	2-2-8 2	9-1	7-0	FP: 4 Rng: 10 ROF: 2 SR: 11	FP: 2 Rng: 8 ROF: 1 SR: 11	MA: 50' Rng: 3-20	P obs: 30 R15 MA: 76L ROF: 2 SR: 9
							2



[ELR: 3]
{SAN: 4}

★ **RUSSIAN Sets Up First**

✚ **GERMAN Moves First**

VARIATIONS:

- ✚ Replace six 4-6-7 MMC with six 4-6-8 MMC in the German OB.
- ★ Add a 4-5-8 MMC and a 1-4-9 Hero to the Russian OB.

OBJECTIVES: The Germans must control ≥ 4 Trenches at Game End. For each PzKw VI destroyed or immobilized, one ADDITIONAL Trench must be Controlled.

SCENARIO RULES:

- EC are clear and moist with no wind at start. All SHSR are in play.
- The Russian player has random air support consisting of two 44 FB (with bombs) (E7). Each aircraft must attempt to make a sighting TC each turn it is available, and if the TC allows an attack, then the aircraft must attack using it's bombs/rockets and MG's. The aircraft is Recalled after making this attack.
- All Russian personnel are ATMM-capable (C13.7) as if they are German. A +1 drm must be made to all such ATMM Check dr.

MAP LAYOUT:

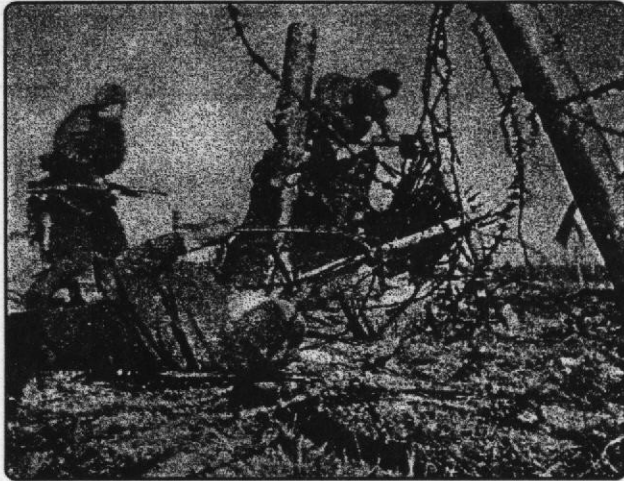


The Sujewo Heights map is used. Only hexrows N-Z are playable.



Pioneer Spirit












9



VOSHCHININO, SOVIET UNION, 26 June 1944: As the battle for the summit raged, soldiers of the 121st Combat Engineer Battalion worked their way around the south flank with orders to seize the village of Voshchinino and the nearby fortifications. With a platoon of Tigers watching from the heights, the engineers set out from the protection of their own lines, heavily laden with extra grenades, smoke grenades, and flamethrowers. Fortunately, they were able to cross most of the open ground of No Man's Land before the enemy was aware of the flank attack. Despite some casualties, the Pioneers used this advantage to make steady progress early on. Once they reached the village, however, the enemy troops dug into the town itself, and at the base of the hill, brought the attack to a standstill. Working in assault teams, and aided by intervention from flame-thrower armed soldiers, the engineers began to chip away at the defense in heavy close-quarters fighting. By the end of the day, Voshchinino and the fortifications were again in German hands, at great cost in lives to the engineers. Heavy fighting was the order of the day along the entire line, but with the attack on the hill stalled only the Pioneers had successfully gained all their objectives.



Elements of the 121st Pioneer Battalion, 121st Infantry Division and the 502nd Heavy Tank Battalion set up in hexes numbered 14-20:












 E 8-3-8 7	 E 5-4-8 3	 2-2-8	 10-2	 8-1 2	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 24 Rng: 1 PP: 1 FT	 FP: 30 Rng: 1 DC	 GrW 34 G2 MA: 81" Rng: 2-60 ROF: 3 SA: 58, M11 MTR	 Pz VIE (L) G31 MP: 12 MA: 88L ROF: 1 MG: 3/32
---	---	--	---	---	--	---	---	---	---	---





[ELR: 4]
{SAN: 3}



Elements of the 33rd Rifle Division and 1st Shock Army set up within ≤ 5 hexes of hex OO4:

 E 4-5-8 3	 E 6-2-8 5	 2-2-8	 9-2	 8-0	 FP: 4 Rng: 10 ROF: 2 BP: 11 MMG	 FP: 2 Rng: 8 ROF: 1 BP: 11 LMG	 MA: 50" ROF: 3 Rng: 3-20 MTR	 7 morale 8	 Mine 12 AP	 Trench 4
---	---	--	--	--	--	---	---	--	--	--

 P obr. 39 MA: 76L ROF: 2 MP: 6 ART	 ISU-152 R34 MP: 13 MA: 152 MG: 4-4 BP: 11
---	---

[ELR: 4]
{SAN: 4}

★ RUSSIAN Sets Up First

✚ GERMAN Moves First

VARIATIONS:

- ✚ Add a German 9-1 Armor Leader to the German OB.
- ★ Add an ISU-152 to the Russian OB.

OBJECTIVES: The Germans win at the end of any game turn in which they Control ≥ 10 buildings and/or Trench locations.

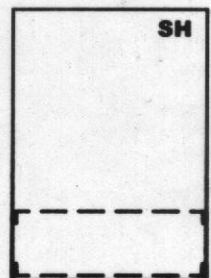
SCENARIO RULES:

1. EC are clear and moist, with no wind at start. All SHSR are in play.
2. The Russian player may use HIP for two MMC (and any SMC/SW stacked with them).
3. The German 8-3-8 MMC are Assault Engineers/Sappers (H1.23/1.24).

MAP LAYOUT:

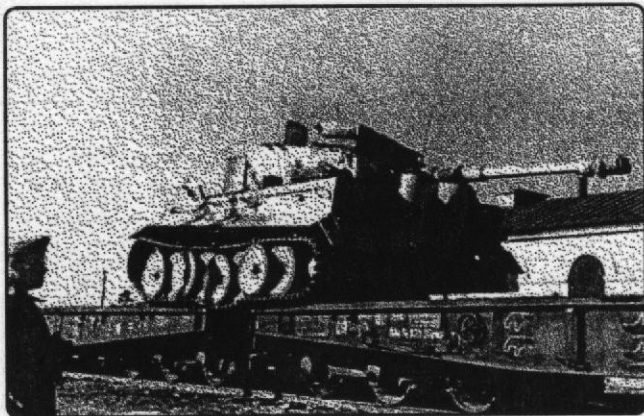


The Sujewo Heights map is used. Only hexrows JJ-TT are playable.



Rear Guard

10

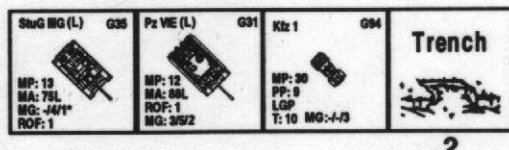
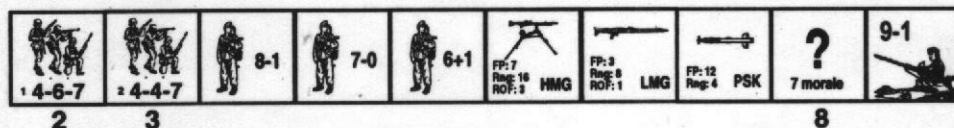


West of SUJEWO, SOVIET UNION, 28 June 1944: Nearly constant battle had raged in the 'Panther' sector since the 23 June. The combatants had battered each other, and drained their respective reserves as well. As strategic attention began to shift to the more mobile battles of the Soviet *Bagration* offensive to the south, most of the remaining mobile tanks of the 502nd were sent to the rear for repairs and to rest the crews. Three tanks under the command of Lieutenant Eichhorn remained behind as a reaction force at the 1st Battalion's Headquarters. The Russians continued to probe the weakened German lines, seeking an opening, the result of the German pull-back. On the evening of 28 June, the Russians formed a tank-infantry reconnaissance in force, launched into the tender center of German lines. Successfully crossing the main ridge, the Soviet force was soon headed for the 1st Battalion HQ. The German commanders had little doubt the *Russki* infantry could be contained. The enemy armor posed a problem. Fortunately for the Germans, the Russians headed directly toward Eichhorn's platoon. Engaging before the range was closed, the Tigers knocked out two KV-1s and one

Sherman, along with two artillery pieces being dragged up to the front line. These losses halted the attack. The last action by the Tigers in support of 'The Balcony' position was to brew up the immobilized Tigers still laying out on the battlefield. Then Lieutenant Eichhorn's platoon rumbled back to Robinyaty. Two days later the 502nd received orders to re-deploy to Latvia. Another Soviet breakthrough threatened that country.



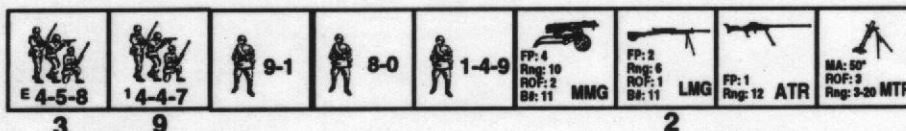
Elements of the 502nd Heavy Tank Battalion Set up Concealed within ≤ 4 hexes of hex X27 (see SR #2):



[ELR: 3]
{SAN: 4}

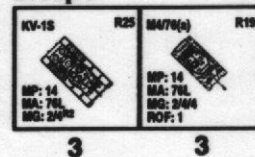


Elements of the 1st Shock Army set up in hexes numbered 8-16:

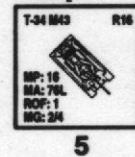


Reinforcements set up in hexes numbered 8-16 within the playing area (see SR #3):

Group 1:



Group 2:



[ELR: 3]
{SAN: 3}

GERMAN Sets Up First

RUSSIAN Moves First



VARIATIONS:

- Replace TWO 4-4-7 MMCs in the German OB with 4-6-8s.
- Add an 8-1 Armor Leader to the Russian OB.

OBJECTIVES: The Russian player wins immediately upon exiting ≥ 24 EVP off the west edge, OR at Game End if they Control all buildings within the playing area.

SCENARIO RULES:

- EC are moist, with no wind at start. All SHSR are in play.
- The German player may use HIP for two MMC (and any SMC/SW stacked with them), and one AFV. The Germans may Fortify one building location.

3. Prior to play the Russian player chooses which group of reinforcements sets up. The non-chosen group is not received.

MAP LAYOUT:



The Sujewo Heights map is used. Only hexes numbered 8-28 in hexrows S-DD are playable.

